State of Montana Office of the State Public Defender

SUPPLEMENTAL REQUEST

FOR PRE-APPROVAL OF CLIENT COSTS MENTAL HEALTH PROFESSIONAL

The assigned attorney is responsible for keeping the pre-approved costs within the pre-approved amount. If costs are anticipated to exceed the pre-approved amount, the task must be resubmitted for approval of a supplemental amount on this form prior to incurring any additional costs. It is imperative for the requesting attorney to monitor costs expended to date so as not to delay the supplemental process.

D.	
Date	
Task Provider's Name	Requesting Attorney's Name
Case Name	OPD Case Number
Original Pre-Approved Amount (attach copy	of pre-approval form)
Amount of Supplemental Request for □ Eval	luation or Testimony (check one)
Amount of Supplemental Request for Travel	
Note: travel reimbursement is paid at the current state	e rate for mileage, lodging and per diem.
Revised Total Supplemental Amount Reques	sted
Justification for supplemental request, includ	ling travel:
Have you consulted with the OPD Mental He	
☐ Yes Date and time of consu	
☐ OPD MH Consultant has Reviews (attach documentation or signature)	ed and Concurs with request
Requesting Attorney Signature	Date

The Requesting Attorney must complete and forward this form to the appropriate person for approval:

- The Regional Deputy Public Defender in cases assigned to an FTE, or a non-conflict case assigned to a contract attorney
- The Conflict Coordinator in cases assigned to conflict attorneys (44 W. Park, Butte MT 59701)

(44 W. Park, Butte MT 59701)	
Authorized Signature	Date
NOTE: Regional Deputy Public Defenders must suapproval regardless of the amount requested.	ıbmit all requests to the Central Office for
The Chief Public Defender will review FTE attorney reconflict contract attorney requests. The Conflict Coordi	•
requests.	muor wii review conjuct contract anorthey
For Central Offi	ico Uso Only
Fui Centrai Oni	ice Use Omy
□ Approve □ Deny	
Conflict Coordinator/Contract Manager/Chief Public Defen	nder Date